**CAR RENTAL SYSTEM**

Overview

This Car Rental System is designed using object- oriented programming principles in java.

It consists of classes representing various entities in a car rental services.

**CLASSES**

1. **Car**

-this class stores information about a car (name, registration number and price)

It has methods to:

|\*Get car details from the user

\*Return car name

\*Return car registration number

\*Return car price

1. **Customer**

-Stores information about a customer (name, address, contact number and ID number)

It enables the user to:

\*Get the customers details{getcustomersDetails}

\*Gey customers name

\*Get customers address

\*Get customers contact number

\*Get customers ID

1. **CarRent**

-Inherits from customers where there is car rental functionalities.

It has methods to:

\*Rent car

-here the user is able to:

* Retrieve customers details from the inherited methods
* Ask the user for rental time duration
* Calculates the rental cost based on the car price

\*Handles rental transactions

**PROGRAM FLOW**

1. The program starts at ‘rental’ class.
2. It comes up with a ‘Carrent’ object and also displays a menu for the users to select “rent a car”.
3. Based on the user’s choice, it calls the ‘rentcar’ method from the ‘Carrent’ class.
4. ‘rentcar’ retrives the customers details and calculates the total rental cost.
5. The placeholder method ‘rentalTransactions’ doesn’t handle any payment processing.

**COMPILING THE CODE**

1. Open a terminal or command prompt
2. Navigate the directory containing the source code
3. Use your own command to compile the java file.